S curity syst ms and m thods for a vid ographics and auth ntication game/program fabricating d vic

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Inventor(s): HIBINO TOSHIRO (JP); YAMATO SATOSHI (JP)

Applicant(s):: NINTENDO CO LTD (JP)

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Abstract

A videographics/video game fabricating system includes a multiprocessor based game processor console which includes a main central processing unit (CPU) which controls editing operations and operating system task execution and a game CPU for executing the model video game which is loaded into a pluggable RAM cartridge. The model video game provides a starting point from which a user can readily create an original video game including desired aspects of the model software. The system includes security features to prevent unauthorized use and copying of proprietary data and program software files. The security features include a unique ID card for insertion into the system console having stored ID DATA corresponding to matching ID DATA associated with certain files stored on floppy disks. In addition, the ID card and a game cartridge may include customized security circuits that authenticate one another.